



Today, 22nd February 1878, the 200th Anniversary of Washington's birthday issue, in honour of all the heroes and valours of the American Revolution, will be sold at 2s. Robert Allen Davis, Bookseller, 100, Cock Lane, 1878. Subscriptions to the magazine can be had at 2s. feature openings in Newgate, and the 200th Anniversary of Washington's birth.

ing Association, the Dalhousie University Conflict Resolution Society, and the Dalhousie Tolkien Society. Articles dealing with Diplomacy, War, and Peace are earnestly solicited. I pay four free issues for each one I print, and the token sum of \$1.00 for each additional issue. I am a contributing editor to *Zembla: The International Interdisciplinary Journal*, and this is 2005/06. We are the 13th year.

by a point to points in the same province. This would have to be done by the player who owns the points and the player who owns the area movement. The movement would be limited to the points which are all connected to each other. This would be the basic rule to a chesslike movement type, where the movement would be limited to the same province, or the bold frontal assault on the side of the board where units are fronting to the "front" section of the board, connected by an overland link to Marneham. Most points on the Quebec 1759 map are connected to only one other point, so when the British have committed themselves to a particular line of attack they are virtually locked into it. Considerations of command control are present in Quebec 1759. All the units you move in a turn must move from the same base and enter the same new point, etc. That is, you can't move 3 units in one turn (the group of units in a turn from point A to point B must move all in that group, most move to the same point). Though there are no restrictions on how many units you include in a group, you may not send it off in two separate directions in one turn. You can leave some of it behind in the province you leave, but that is all. As is obvious, it is a very difficult system to describe and takes some getting used to. The important thing is that it works. Convoying units are impossible.

To be successful you must have a solid mobile core to your army which you can use as a mobile reserve if you are the French. The British task is marginally simpler, he just has to keep his army together and rolling towards his objective like one gargantuan juggernaut. In short, Quebec 1759 forces you to relearn from scratch ideas like movement and coherence of forces in the wargame.

There is no such thing as a CRT. Combat is very similar to War At Sea's. You roll one die for each attack point your unit has and each six you get inflicts one point of damage. Damage is deducted from your attack points, thus reducing your offensive capability as the unit gets weaker and when it reaches zero the unit is eliminated. Book-keeping is very limited, however, movement is written, being simul-

(This is an example of a Typical Quebec '59 unit (British). As the unit takes losses, it is turned on its side, the number of squares at the top representing the number of attack dice it may roll in that state. The letter or number in the centre is usually only of historical significance, though in this case the R denotes an American Rangers unit, one of two options on the board capable of shooting at French Infantry.)

taneous, but as you will have noted, than a single line of order to write, it is a minimum, consequence, C-59 is a limited intelligence game (it is, obviously a simplification of the game system in this case), which is vital to providing an element of surprise in a game in which the movement options are so limited. Both sides possess a number of decoy counters (blanks, non-existent units), though these are of much greater value to the French than to the British. Despite the simple mechanics, both sides face a complex and very challenging military situation. For the French commander, half the game is spent in the dark, as he is not told the location of the defensive deployment he is required to defend. He must work against him. There are four beaches he must defend: St. Charles, St. Charles, and Levis. If he is outgunned and forced to retreat heavily to a beach that is never touched, it will be difficult to bring them back to Abraham from Levis or Abraham from St. Charles. It is extremely unlikely that you will ever get the British to retreat, since the Brits have committed themselves all out. The French will find themselves stretching to the limit where their command control is not concerned. One showed up Militia unit around Silsbee is probably more vital to the French defense than three or four front line regulars willing to cut the rest in Montmorency.

The analysis of the playing style of his opponent is more important to the French commander than any other kind strategic plan. Does he take risks? Does he prefer the direct or the indirect approach? Do losses intimidate him? For the most part, the dilemma facing the French commander is bitterly familiar to anyone who has played the defense in an invasion game such as D-Day, Normandy, or Sicily. Given the inherent numerical superiority of the British, the French will be stepped apart if they have to plug it out unit for one basis on open terrain. Accentuating this natural deficiency is the fact that between one and two thirds of the French forces will be out of position and useless. Not only are the French outnumbered, they are very vulnerable to a defeat in detail. As the French, your only tactic can be to smash an invasion back into the sea before it even gets a foothold. The "initial lift" for the British is four units/turn (one for each ship they have in the river), with a possible maximum of 16 attack points. Defenders against an amphibious invasion get double the normal number of attack dice on their first round of fire, thus if the defenders comprise four or five front line regulars with three attack points each to start with, they can give an unlucky invasion a mean reception indeed. From the French point of view, the ideal invasion site is one occupied by a strong force of regulars, no matter where. This is where the queuing (and the decoys) come in. The French have enough regulars to make one invasion virtually invulnerable. Such a concentration of strength, however, gives the British a excellent chance should he attack any other beach. Thus it is a gamble and ought to be recognized as such by the French

As in Anzio, annihilating a landing before it can even get ashore is all very well and good, but there are limits to the risks you should take to ensure this. And just where these limitations are depends for a good measure on the elan of the British commander, and how much confidence you have in your ability to predict his actions. Geographically the choice between defending Levis and Montmorency-Beauport-St Charles is not an easy one. Landing in Levis does not carry the British commander all that much closer to Abraham, but it has the nasty side-effect of opening up a truly unpleasant kettle of worms for the French. Obviously anything defending the Montmorency-St Charles route is going to be hopelessly out of position for reacting against this assault on the soft underbelly of Quebec. Maintaining a reserve on the shores of the St Laurent is a luxury too dear for most hard-pressed French commanders, thus if you lose everything defending Levis that leaves a heck of a lot of territory wide open to the British. Pushing on to Etchemin the British will acquire a springboard for a direct invasion of Abraham. If you've got a force protecting it he can just as easily hit Sillery, thereby acquiring by default the easy land route to the Plains. Or he can seize Cap Rouge, cutting French supply and costing them one unit a turn.

From the British point of view, the advantage of the Levis route is that it usually results in at least half the forces available to the French commander being wasted. Even once the British have landed in Levis, the French still have no way of knowing whether he will continue on to Etchemin or hit one of the Bason beaches. Levis can be an excellent feint. As it is, the French will not be able to reduce their forces on the St Charles route until the British have shown clearly that their intentions lie elsewhere, either by moving on to Etchemin or positioning his naval units upriver. If the Frenchman is an inept tactician, even a strong force in Levis-Etchemin can be mauled quite badly.

The primary disadvantage of the Levis-Etchemin route is that it is very time consuming. It will take three turns to ferry your army over there (four or five if you want to get the whole thing) (six if you want to take the decoys along for moral support) and two more turns to assemble your fleet on the St Laurent. This brings us to disadvantage number two, the fact that even after having taken Levis-Etchemin you are still going to be faced with another amphibious assault. If the French player has taken advantage of the five turn lull to set up defenses in Sillery and Cap Rouge (he already will have done so in Abraham, no matter what) you really will have gained very little by taking Levis.

The key weakness with the Montmorency-St Charles route is that it is essentially a direct approach. If you land in Montmorency the chances are excellent that you will have fought every unit in the French army by the time you reach Abraham, if ever. It's a classic example of the Liddell-Hart compression spring analogy, as the farther you push the tougher the resistance is going to get. In this situation retreats are no sweat for the French, he can simply fall back to a better prepared position in the next zone the minute the die rolls start turning sour. You forfeit all chance of surprise in exchange for what should be the softest invasion site of the whole game-Montmorency. You are also going to get stuck with an amphibious assault across the St Charles River to grab the plains of Abraham, probably right in the teeth of about 50% of the entire French command. 20 odd combat points

page four

doubled can be a pretty mean defensive bonus .

Variations on the Montmorency-St Charles theme are tricky and often dangerous; for both sides. If the French put too much strength in Montmorency, they risk having it bypassed and rendered worse than useless . Logically St Charles should be most heavily defended, as it is the closest to Abraham, and so on down through Beauport and Montmorency. The experienced British player will know this, but will he know that the Frenchman knows that he knows? General Montcalm can tinker with the setup here at his own risk .

In a limited intelligence game such as Quebec 1759, perceptions of strength and weakness are all-important, and the decoy units are integral to this. A favourite "1st generation" Q-59 trick is placing a formidable mixture of decoys and militia (three parts decoy to one part militia) in Montmorency, say six or even seven, while placing a puny force of four elite regulars in Beauport . When used against a British commander who is just smart enough to realize that hitting Beauport will give him one less defended province to contend with enroute to Abraham it will work nine times out of ten. Or for the Brit who has been burned by this tactic a few times, try putting all your regulars in Montmorency sometime, just for a surprise. You can even disregard the dictum that St Charles be the most heavily defended of the three Bason Northwest sites, but don't underestimate the risk involved .

In most friendly Quebec 1759 games, I tend to play her pretty straight . I usually place a substantial concentration of militia in Levis and beef it up even further with decoys . I may not go so far as to make it invulnerable, but pretty close, as I find the tactical problems posed by the Brits coming in the back door to be a real headache . What I do on the Bason sites usually depends on my appreciation of the style of my opponent . I usually lack the guts to denude St Charles, but I have been known to try a few tricks with Beauport-Montmorency . And I would always recommend at least a small reserve in Abraham, just in case worst comes to worse and you get blown out of Levis prematurely . As the Brits, I tend to go for the Levis route and try and bypass Montmorency otherwise.

In any case, the game as a whole is extremely enjoyable. There are a couple of minor gaps in the rules (but no typos) but nothing too serious. It plays in under an hour, but unlike a lot of quickie games you get very involved in the simulation . There is a lot of depth to it. Q-59 is fairly well balanced . The French numerical inferiority gives them a slim margin for error indeed. For their part, the British have no time to lose, so you get very few dead turns .

As far as realism goes, that is a difficult question to answer. The mechanics are a bit strange, but you certainly get the feel for the actual situation . It answers questions about that situation much more effectively than most hex grid simulations could hope to . It would definitely be a worthwhile investment for any Canadian nationalists, anyone who can stomach historical periods outside of WWII, people who like area movement, or anyone looking for a quick enjoyable game . Those who aren't too keen on non-hexgrid systems would probably find it takes some getting used to . In terms of where you can get it, that is a bit of a problem, as Gamma II has apparently stopped producing wargames . There are still American dealers selling it, notably Don Lowry of Panzerfaust/Campaign . Naturally Canadians will get stuck with having to pay duty on it twice, putting the total cost at eighteen or nineteen dollars . Strongly recommended .

SARATOGA 1777

Another attempt at simulating a Campaign in 18th century North America, Saratoga bears a number of similarities to the Quebec 1759 game system. Most obvious among these is the point to point movement idea, with an option for simultaneous written movement as well.

Components are standard for Rand, 72 mounted rounded 5/8 counters in blue and red, unmounted map in rather pale colours, short illustrated rules booklet, plus the various components provided with a Command Series as a whole. The flimsy mapsheet would be a bit of a pain in a hexgrid game, but as the points are fairly welldefined a couple of knobs wouldn't completely destroy a setup game of S-77.

One of the great regrets of my wargaming career is that I have not found anyone to play this one with yet, thus there isn't not much in the way of playing data that can be provided in this review. In what is extremely unusual for a Rand Game, the rules are fairly clear and simple, without undue attention to minor historical details. Combat is resolved in a strength ratio system that has a lot in common with Dien Bien Phu. There are optional provisions for incorporating a CRT and attack factors setup as well.

As in the historical situation, a lot of emphasis is placed on supply. (Units are removed after three turns without it). The geography of the map is interesting, though it would take a few games to determine just how play flows over it. The British Commander's primary objective is to seize control of Albany and inflict American casualties, the American's being to hold Albany and inflict losses on the Brits.

Fortifications also appear to play a major role, under both combat systems. There are also rules covering militia (and their effectiveness or lack thereof), entrenchments, Indians, and British rallying. All in all it looks to be an interesting game, though as to how balanced or realistic it is I'm really not sure.

\$

THE BROADSIDE TAPES: ALIGNMENT IN D&D, excerpts from Broadside's first "Dungeon Masters of the Round Table Symposium, aired October 10th, 1977. Featuring Stephen Zahn, Marc Trottier, Albert Hennen, Paul Creelman, and myself....

LG- My personal opinion is that alignment should be fairly rigid and that lawfulness should be equated with goodness. I would not agree with those who would rate lawfulness as strictly being a desire for order, even though it might involve quite a bit of evil actions on the part of the players. If you are going to be lawful on my world, you have to follow certain basic moral codes.

MT- And what does that have to do with killing?

LG- Well, of course the great problem in the dungeons is what do you kill? The chaotics of course aren't constrained by any means, they can go off and slaughter everything in sight. But the lawfuls, when they're down there when they're not fighting off attacks from other monsters, are often faced with the moral quandary of when or not to attack. And obviously a key problem for lawfuls is whether they should attack sentient or intelligent creatures who may be possessed of treasures of tremendous value. And there are also the borderline creatures of the monster lists, things like kobolds and goblins and even orcs for that matter, who may not be utterly evil and thus not really excusable for lawfuls to kill, but are hard to imagine as doing mankind any service.

LG: And thus for most lawfuls it is considered proper to launch aggression against that sort of thing.

MT-Well, perhaps I could generalize more on alignment systems. There is a different system using alignment and the two classes, there is your lawful/neutral/chaotic and then there's your good and bad. Perhaps Stephen Zahn can illustrate to us exactly what is the difference in his world?

SZ-On my board, you've got your good, right, and if a person is good he's benevolent, you know, like the kind army boy scout type who'd help your little old lady across the street. And with that he can be either chaotic or lawful. Right, if he's lawful and good he would... everytime he saw a little old lady, ask to help her across the street. If he's chaotic, whenever the whim hit him. And evil, it would still be applied to whether he is going to be whimsical about it or are you going to do it every time the situation arises. That's the way I differentiate.

MT-And what about neutrals?

SZ-Neutral, well, they're opportunists. If he thinks he can get something out of it, either that or he just minds his own business completely and never bothers anybody.

MT-Now does this work out well with your characters, in that if they are lawful/good, they do tend to be lawful/good in actual fact?

SZ-Some characters I find play really close to their alignment. Others just forget it and play it the way they want to, which basically boils down to being a neutral person.

MT-What could you say about extremists? I've often argued myself about exactly how lawful or how good are you, and perhaps a scale of 1-10 would be needed in a case like that, where many times it's been argued that, well, if you are an extreme lawful, then you shouldn't be down in the dungeon in the first place, you should actually be helping the dungeon and the poor little creatures inside, whereas you can be your low-level lawful which just helps little old ladies across the street.

SZ-Well, something with a 10 for lawful goodness would be something like a paladin, who is almost a saint. He would be the kind that would go down into the dungeon and help out your poor little kobolds and so on and so forth. Same with your good cleric. But as a small fighter, 1st level, 2nd level fighter that'd be good, he would be more like your boy scout type whereas if you got to a fighter lord, he would be generally benevolent to the kobolds and so on and so forth.

MT-So the higher level you are, the more benevolent you would tend to be.

SZ-Or should be...

MT-should be...

SZ-It's a role playing game, how well they play their roles....

%%%%%%%%%%%%%

D&D DIRTY # 001

A useful item in the dungeon is the "what the %\$ is it?". These lovely gadgets range from wax balls containing demons to paper bags full of gunpowder. Picture this, for example...

Do: You walk around the corner and see in the middle of the hall a mouse-fur, vorpal-bunny fur, prairie dog fur, hell-hound fur pillow. Players (puzzled) What??

DM: That's what it is!

Caller: Better leave it where it is, remember the time bomb in the teddy bear trick he pulled on us the last time?

page seven

Brave sucker:Well, I'm going to pick it up!

DM (to Brave Sucker):You are now a mouse-fur, vorpal bunny fur, prairie dog fur, hell-hound fur pillow.

Players:Aaargh! Coises and Double Coises!!

DM:Heh heh, and now gentlemen, if you'll kindly shift your attention to the three trolls that just came charging up the corridor...

Another ploy I use to liven up adventures is the "freak chance".ie:
CALLER (triumphantly): Well, we sure made a mess out of those trolls even if we are a few less in number! Let's go through that door .
DM (disgustedly) Well, you're in a room that seems to be empty (Drat the luck!).

CALLER:Very good. Our two fighters will lay against the doors, which we'll spike shut and we will attempt to rest until our respective constitutions go up .

DM (to himself) Now I roll for encounters! (rattle rattle) Nope!

(rattle) Nope. (rattle)... Aha!! Let's see now... (snicker)

PLAYER:I don't like the way he's smiling...

DM:You notice Dorgoff cast a stray glance at the keyhole of the door opposite him . With a dazed look on his face, he walks over and pulls the spikes from...

PLAYERS (in frantic confusion) Quick!... somebody hit him!... strike to subdue!...Rope him...hold him back

DM (sincerely) Well, folks, I'm awfully sorry , but I'm afraid you're slightly too late, as a matter of fact, he has unbolted the door and a new addition has been made to the population of the room...

PLAYERS: Get to the point already!

DM:Well, it's someone in a black cloak and he sure ain't batman!

PLAYERS:Aaaaargh!! a vampire.....

As I said, freak chance can be a useful thing....

-Christopher Armstrong, 1978

oo

A CANTICLE FOR WATERHOUSE, or IS AURIGAE BURNING?-

An analysis of Fredericton's latest game of STELLAR CONQUEST

Yrs 1-20. In the peaceful star meadows of some typical 1 BO type Galactic Star Cluster, things are not as they usually are . Ships! People! Ya Hoo! Into the third quadrant sweeps the yellow flag of the powerful Ptav empire, the 4th quadrant is engulfed by Arachnids and the mysterious hooded faces of the people of the Intergalactic Society of Reformed Druids are soon commonplace in the 1st quadrant . Ptav colonies are set up on Indi and Canis, Tauri becomes the focal point of Arachnid activity, and the Druids grab Scopii.

Years 21-32: The Ptav-Arachnid War

After initial successes the Ptav attack ships run into the first Arachnid dreadnoughts and are repulsed . While the Ptav and Arachnid empires expand their fleets, the Druids become increasingly preoccupied with Robotic Industry ((well, we all know what StoneHenge means in Tralfamadorian!)), setting up a production center on the natural metals planet of Altair . Their entire fleet of four escorts sits rusting in Scorpii .

(25-28) The Arachnids carry the war to the Ptav empire, going as far as executing an almost successful attack on the Ptav home star . The Druids continue to tinker with their robots.

(29-32) The Ptav Empire attacks savagely during this period, pushing the Arachnids back quickly . In year 32 the Arachnid fleet ceases to

page eight

exist and all the Arachnid planets sit besieged behind their planetary forcescreens .

YEARS 33-48: The Ptav empire rebuilds its fleet and begins to turn its greedy eyes in the direction of the 1st quadrant . Meanwhile, Altair is so covered that, in the words of the Grand Druid: "Ya cain't see the ground fer the droids!"

In year 42, 40 million ISRD colonists and a dreadnought land in Alcor and are met by a Ptav dreadnought and an attack ship .

After a heated exchange of words, the Ptav ships withdraw with warnings against further 2nd quadrant colonization by the Druids . The militarily weak ISRD is forced to concur .

Years 49-53 The Ptav-ISRD War

Further colonization of the ISRD causes the Ptav empire to invade ISRD space . By now, however, the ISRD is prepared . The Arachnids delve into Robotics behind their PFS's

(49) Ptav Dreadnoughts and ATKs push the ISRD ships off Lupi and Alcor. The two colonies sit besieged behind their PFS's .

(50) Sadir and Hydreae suffer the same fate . The Ptav fleet stands poised to thrust at the heart of ISRD space but as yet has failed to engage the main ISRD fleet .

(51) The first large battle of the war takes place at Aurigae (the first major ISRD colony threatened) between a Ptav fleet of 6 DN and 4 ATK and 10 DN and 4 ATK of the ISRD . The Ptav fleet is repulsed with the loss of all ships except 1 DN and 1 ATK ((if that's how they "repulse" someone up in NB I'd hate to see a massacre!!!)) The ISRD loses 1 DN .

(52-57) The Ptav Empire quietly crawls off into its corner , leaving the ISRD to contend with the Arachnids . The Arachnid leader (our token Xenophobe) proceeds to declare war on both the ISRD and the Ptav Empires . In this time the Arachnids (and their robots) build 20 DN .

On the planets of Altair and Sadir the Druid robots keep producing .

(58) An Arachnid fleet of 19 DN meets the ISRD fleet of 32 DN at Mirach. Before retreating the Arachnids lose 14 DNs, the ISRD 10 .

(59-60) Arachnids burn 2 million people on the Ptav colony of Schedar.

In year 60 the ISRD begins the siege of the Arachnid colonies of

Cap, Tauri, Spica (By now they're probably quite used to sieges)

(61-62) 2 Arachnid DNs run into 31 ISRD DNs just hot off the Altair production lines (Need I say more?) 2 Arachnid DNs almost succeed in capturing the Ptav home star but are repulsed .

(63-64) The remaining Arachnid colonies are besieged by the ISRD. A lone ISRD escort ship stumbles upon the unguarded Arachnid colonies of Arcturus 3 and Arcturus 4 . 40 million Arachnids are captured ((who was that masked escort? I dunno, but he captured 40 million Arachnids!))

20 ISRD DNs capture the unguarded Ptav colony of Mirfak . After a fanatical speech by the Grand Druid, Hyaah Hu, the "final solution" is announced . The subsequent extermination of 30 million colonists shocks and angers the citizens of the Ptav Empire.((I know Greyhawk says Druids take human sacrifices from time to time, but isn't that getting a bit ridiculous?))

(65) On Lyrae a Ptav fleet of 27 DN and 10 ATK is attacked and largely destroyed by 55 ISRD DNs (so much for the Ptav fleet) 2 ISRD DNs are

page ten

T*E*G*E*R*-The German Government once again has the task of clearing up hostile rumours spread by unknown sources . The German army is not attacking every country in sight. They are merely looking for the cheapest price for gas . The Army in Burgundy is still waiting for the French .

Am Konstanzee:So that's what they mean by the term "gas-war!"

Dublin:The Irish Government sent out a desperate plea to all the nations of Europe this morning in an effort to avoid an imminent invasion . As our Prime Minister said "The Germans have been invading everyone lately and it's only a matter of time before they get to us. We need protection!"

Am Konstanzee:Just look what happened to the Norwegians!

1977 AD:Autumn 1905

Germany:A Bur retreats to Picardy

France:Build F Mar, Italy MRR,GM removes F Apu, Turkey:Build A Ank

Deadline for Spring 1906 is March 15th, 1978, at 1 PM

1975 F-Winter 1912

England:Build A Edi, Germany:Build A Ber,F Kie,A Mun, Turkey:IBR
Deadline for spring 1913 is March 15th, 1977, at 1 PM

THE PRESS

London-Berlin: If you think you're going to get away with blaming me for this war, think again First, A Pic was a counter to Your F Mth, which you refused to withdraw for 4+ seasons . Second, I'm spread all over the place, totally out of position for an attack on you . You on the other hand are in a very compact position . You are now in a position to take on the rest of the board and probably win, probably with Austria's help . Third, if I were planning to stab you in my position, it would have to be with Austrian or at least Turkish help,yet, I haven't corresponded with them since around 1905 . So if war between us is necessary at least place the blame where it belongs-ON GERMANY !

Berlin to London-Now that the defence line is consolidated, why continue a full scale war-I have not taken EDI as I could have. Continue against Turkey. Leave Austria alone. I will not attack your homeland. We can still be friends

Note to All players:Weather report from Honolulu: Temp 84°, Sunshine, Trades 5-10 mph , Any immigrants from the snow country will be assisted in all possible manners . Keep Hawaii Green-Bring Money!

Am Konstanzee:I think there is a good chance my mailbox will be frozen shut the day Germany's Spring 1913 orders get here!

TWO MAN MATCH

Deadline has been extended until March 1st . Sorry I rushed things a bit there, folks. Any other Zeppelin reader is welcome to contact me for a pairing . And that wraps it up for this issue . In upcoming issues we have reviews of Rand's Sicily, more Broadside Tape, info on the new "Acadia is Revolting" game, a Fredericton D&O report, more Chris Armstrong D&D dirties, and much more. See you in March!